

CLAIMS OF THE INVENTION

I CLAIM:

1. A method for synchronizing an aspect of operation for two or more gaming machines comprising:
 - defining a distance parameter;
 - defining one or more reference gaming machines;
 - analyzing the location of one or more gaming machines in relation to the reference gaming machine and the distance parameter to form a subset of gaming machines;
 - generating a control signal to control operation of the aspect of gaming machine operation; and
 - transmitting the control signal to the subset of gaming machines to thereby control the aspect of operation of the subset of gaming machines.
2. The method of Claim 1, wherein the aspect of gaming machine operation comprises audio emitted from a gaming machine.
3. The method of Claim 1, wherein an aspect of gaming machine operation comprises video shown on a gaming machine video screen.

4. The method of Claim 1, wherein the distance parameter comprises data regarding which gaming machines will have the aspect of operation synchronized.

5. The method of Claim 1, wherein transmitting the control signals occurs over a computer network.

6. A method for monitoring compliance with gaming regulations comprising:
receiving gaming machine location data regarding the location of one or more gaming machines;

processing the gaming machine location data;

comparing the processed gaming machine location data to casino area location data; and

generating an alert if the comparing reveals that the location of one or more gaming machines is not in compliance with gaming regulations.

7. The method of Claim 6, wherein the gaming regulation comprises regulations regarding a minimum distance between a gaming machine and an area of a casino.

8. The method of Claim 6, wherein the gaming machine location data is received from a gaming machine tracking system.

9. A system for controlling two or more gaming machines upon an occurrence of a winning event, the system comprising:

a gaming machine location system configured to generate location data regarding a location of two or more gaming machines in relation to a gaming machine having a winning event;

a computing device configured to:

receive winning event data regarding a winning event at a gaming machine;

control at least one aspect of gaming machine operation;

process the location data and the winning event data to generate control signals directed to one or more gaming machines; and

communication apparatus configured to communicate the control signals from the computing device and the two or more gaming machines.

10. The system of Claim 9, wherein the control signals comprise signals that control operation of at least one of the gaming machine audio, gaming machine visual indicators, gaming machine video.

11. The system of Claim 9, wherein the computing device comprises a computing device configured to process the location data and the winning event to determine which gaming machines are located within a minimum distance from the gaming machine having the occurrence of the winning event.

12. The system of Claim 11 wherein only gaming machines located within the minimum distance receive the control signals.

13. A method for highlighting occurrence of a winning event on a gaming machine by causing other proximately located gaming machines to react to the winning event, the method comprising:

detecting a winning event, the winning event occurring at a first gaming machine;

processing location data regarding the first gaming machine to determine which additional gaming machines are proximately located to the first gaming machine;

generating control instructions to control one or more aspects of one or more proximately located additional gaming machines; and

transmitting the control instructions to one or more of the proximately located additional gaming machines.

14. The method of Claim 13, wherein processing location data compares the distance between the first gaming machine and the additional gaming machines to determine which additional gaming machines are proximately located.

15. The method of Claim 13, wherein the control instructions control light and audio activation on additional gaming machines receiving the control instructions.

16. The method of Claim 13, further including determining a location of the first gaming machine.

17. A method for configuring a gaming machine comprising:
determining a location of a gaming machine using a location tracking system;
analyzing the location of the gaming machine to determine operational data;
processing the operational data to generate control signals; and
transmitting the control signals to a gaming machine to establish or modify the configuration of the gaming machine.

18. The method of Claim 17, wherein the configuration of the gaming machine controls aspects of the gaming machine selected from the group consisting of game availability, payout rates, machine denomination, audio volume, audio selection, video brightness, video selection, audio or video synchronization with other machines, machine enable/disable and audio enable/disable.

19. The method of Claim 17, wherein the transmitting comprises sending the control signals to one or more gaming machines over a communication medium linking the gaming machines to a host.

20. The method of Claim 17, wherein the analyzing comprises comparing the location data for the gaming machine to a database containing possible locations with corresponding operational data for each location.

21. A method for associating one or more gaming machines with a linked progressive comprising:

specifying one or more areas, wherein the one or more gaming machines located within the one or more areas are to be associated with a linked progressive;

specifying at least one linked progressive to associate with the one or more areas;

translating machine location data regarding the one or more gaming machines within the one or more areas to network address data;

communicating the network address to a linked progressive system to thereby associate the one or more gaming machines with the linked progressive.

22. The method of Claim 21, wherein the linked progressive is linked between different casinos.

23. The method of Claim 21, wherein the one or more areas are areas located near entrances to a casino.

24. The method of Claim 21, wherein translating comprises converting the

location of a gaming machine into a gaming machine identification and thereafter translating the gaming machine identification into a computer network address.